

Shania Rachel Mathews

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TECHNICAL SKILLS:

3D & Animation: Maya, Blender, ZBrush, Houdini, Unreal Engine

Rendering & Look Dev: Arnold, Lighting, Stylized Rendering, Premiere

Texturing: Substance Painter

2D & Post: After Effects, Photoshop, Illustrator, Toonboom, Storyboard Pro

Other: Basic rigging, scene assembly, pipeline collaboration, ProTools

RELEVANT EXPERIENCE:

Graduate Teaching Assistant - Animation

Aug 2024 - May 2025

Rochester Institute of Technology

- Assisted teaching undergraduate level animation courses covering 2D, stopmotion, experimental, and 3D animation.
- Provided technical demos, workflow troubleshooting in Maya, and production feedback.

3D Animation Generalist

May 2023 - Aug 2023

Magic Spell Studios (RIT)

- Worked for the Magic Maker Program as a part of the ScienceLore team. Responsible for assisting the 3D Art Director with modeling environments as well as props and animating some of the scenes.

2D Story Animator & App Tutorial Creator

May 2022 - July 2022

Al Essa Medical and Scientific Equipment Company, Kuwait

- Created a 2D animated short story which showcased the companies' upcoming medical app. Designed and created two app tutorials. One was designed to show future users how to navigate the app, while the other was intended to show the employees.

2D/3D Artist & Animation Generalist Internship

Universal Phoenix Group LLC

September 2021 - April 2022

- Recreated a 2D image of a room environment into a 3D model environment using Blender. Collaborated with team to create several 2D images for NFT packages.

FILM FESTIVAL AWARDS AND RECOGNITION:

- *Home (Thesis Film)* — **Award of Recognition: Animation**, The IndieFEST Film Awards, California, United States, 2025
- *Home (Thesis Film)* — **Winner, Animated Films**, Rameshwaram International Film Festival, Tamil Nadu, India, 2025
- *Home (Thesis Film)* — **Winner, Best Animation Short**, Kookai International Film Festival, Kerala, India, 2025
- *Home (Thesis Film)* — **Award of Merit: Animation**, Best Shorts Competition, California, United States, 2025

- Additional selections and nominations at international film festivals (2025)

EDUCATION:

Rochester Institute of Technology — MFA Film & Animation, May 2025

University of Maryland, Baltimore County — BFA Animation & BA Graphic Design, May 2021